Randall Portoni - rportoni@yahoo.com

HEDERAN

A NEW PLAYABLE RACE FOR YOUR FANTASY TABLETOP ROLE-PLAYING GAMES

INCLUDES RULES FOR 5E AND PATHFINDER

Randall Portoni - rportoni@yahoo.com

Publisher and Art Director
Sam Bartlett

Business Manager
Kay Bartlett

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HEDERAN

Once planted by their parent, hederans gain a deep loyalty to the land in which they grew. Many of them become ferocious protectors of their lush surroundings, and maintain balance within their ecosystems. Hederans lead a solitary life and go decades or centuries without seeing another of their kind. Coming across one is rare, and because of this it is not known how many hederans currently exist.

Bastions of Nature

Hederans represent nature, growth and life – their very beings are a living, breathing ecosystem; ivy, moss, fungi and weeds find a home across their bodies. A hederan's outer skin is made from thick bark that forms an outer plating, but within this shell is a complex green musculature. As they age, this plating becomes thicker and can sometimes develop knots. Branches, leaves and flowers protrude from their bodies at random points, culminating around their heads where foliage is always the thickest.

They are much taller than humans, ranging from around 6 feet tall to just over 8 feet; but despite their size, they can be dexterous and agile. On average hederans only weigh between 140 and 180 pounds, with most of their bulk coming from their bark plating. A hederan's bark, leaf and flower colour can vary wildly, and is as diverse as the flora across the lands they live in.

Ancient Protectors

Hederans have very long lifespans, there have been records of some living to around 1,000 years of age. They are sometimes even as old as the forests they protect. At a few points during their lifetime, normally every 200 years or so, a hederan blooms and all the flowers across its body open up and produce pollen. During this month-long process, the hederan grows a bulbous, green seed on its back which is no larger than a human fist. When the seed is fully grown, it can be planted in soil or fertile land to grow another hederan – the window for planting this seedling is only one week, otherwise the seed will shrivel and drop off naturally.

Because of this pollination and seeding process, hederans grow up in complete solitude, as their parent has often moved on before they grow ▸

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'The logging operation was ambitious, and the plans for expansion were aggressive. Human ingenuity and purpose-built gnomish machines allowed the Strawberry Pines lumber operation to crank up a gear. As we continued to tear down the forest, a silhouette stood in our way. We had all heard the rumours of a 'protector', but we thought they were nothing more than children's rhymes.

Dew drops ran from the hederan's eyes as it single-handedly dismantled our machines. We were so stunned, and heartbroken, that we couldn't fight back.'
– Passage from 'The Strawberry Pines Lumber Inquest'

from a seed into an adult. This growth process can take around eight to ten months after they are planted. Due to a childhood in isolation, hederans are slow to trust and have a strong sense of independence.

Scenery and Solitude

Hederans are seeded into fertile land, and protect their homes with ferocity. They see themselves as guardians of their lands, brought to life by the nature that surrounds them. Hederans can be found in dense jungles, woodland, swamps, and even moist caves and river banks. Their contact with other races is somewhat limited, and they have very little interest in the villages, towns and cities of the world.

Hederans are rarely encountered outside their lands. If they are, it could be because their home was destroyed by civilisation, consumed by a natural disaster or because of a threat that can only be eradicated by seeking the help of other people.

Naming Conventions

Growing up in isolation, hederans are not named and do not normally take names for themselves unless they come into regular contact with others. When interacting with other races, hederans have been known to go by names that remind them of their homes or their favourite flowers and animals.

Flora Names: Acacia, Thistle, Amaryllis, Crocus, Lilium, Reed, Gerbera, Portobello, Bloom, Beech, Rose, Daffodil, Oak, Lavandula, Protea, Sycamore, Willow, Toadstool, Cedar, Ivy, Branch, Mandrake.

Fauna Names: Stag, Vole, Beaver, Dragonfly, Snail, Harpy, Wasp, Leopard, Macaw, Panda, Bison, Buzzard, Tarantula, Buffalo, Wolf, Albatross, Armadillo, Shrew, Griffon, Lynx, Canary, Panther, Dove.

5E TRAITS AND RULES

Your hederan character is a sombre guardian of the natural world. They draw their life force from the surrounding environment.

Ability Score Increase
Your Wisdom score increases by 2 and your Constitution score increases by 1.

Age
Once hederans are planted by their parent, they take eight to ten months to grow into their adult form. In this form, they can live around 1,000 years.

Alignment
With no moral compass given to them by their absent parents, a hedaran's moral code can vary widely and will depend on how peaceful or chaotic their home location is. They will protect where they were seeded and grew up at any cost.

Size
When fully grown, a hederan can be between 6 feet to 8 feet tall. They have light and lean builds, with thick bark plating. Your size is Medium.

Speed
Your base walking speed is 30 feet.

Darkvision:
Your instinct to protect the natural world at all times has allowed your eyes to become accustomed to both light and dark conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Life in the Outdoors:
You can move across difficult terrain made of earth or foliage without expending extra movement.

Protected by Nature:
You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Natural Communicator:
You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Animal Handling checks you make to influence them.

Friend of Fauna:
Once per long rest you can cast *Beast Bond* without needing the components listed in the spell's description. You can cast this spell on any beast, monstrosity or plant with an Intelligence score of 3 or lower. The creature gains advantage on attack rolls against any other creature within 5 feet of you that you can see.

Hederans scavenge weapons that are dropped by adventurers, mercenaries or merchants.

Randall Portoni - rportoni@yahoo.com

Rooted Rest:
Hederans don't need to sleep. Instead, they root into the world around them (remaining semi-conscious) for four hours a day. While meditating, you can tap into the mood of the world around you and gather whether the flora and fauna nearby are scared, content or joyful. After resting in this way, you gain the same benefit that a human does from eight hours of sleep.

Languages
You can speak, read and write Common and Sylvan.

PATHFINDER ANCESTRY

If you want to play a character who is independent and innately connected to nature, you should play a hederan.

Hit Points: 8

Size: Medium

Speed: 30 feet

Ability Boosts: Wisdom
Constitution
Free

Ability Flaw: Charisma

Languages: Common, Sylvan. Additional languages equal to your Intelligence modifier (if it's positive). Choose from Dwarven, Draconic, Gnoll, Gnomish, Jotun, Orcish, Terran, and any other languages to which you have access (such as the languages prevalent in your region).

Traits: Hederan, Humanoid.

Darkvision: You can see in darkness and dim light just as well as you can see in bright light.

Life in the Outdoors: You are so at home within natural environments that you can glide through brambles, vines, and other obstacles without issue. You ignore difficult terrain from trees, foliage, and undergrowth.

Hederan Heritages

ANCIENT HEDERAN
You have lived for as long as the forests around you, and have picked up many different skills and proficiencies. You become trained in one skill of your choice. At 5th level, you become an expert in the chosen skill.

STOUT-BARK HEDERAN
You're able to bounce back from injuries easily due to your exceptionally thick bark which covers your entire body. You gain 10 Hit Points from your ancestry instead of 8. When you fall, reduce the falling damage you take as though you had fallen half the distance.

GREENLEAF HEDERAN
Covered in ivy, fungi and plants, you have become a beacon for the natural world. You gain the fey trait, in addition to the hederan and humanoid traits. Choose one cantrip from the primal spell list, you can cast this spell as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up. You can change this cantrip to a different one from the same list once per day by rooting yourself into soil or fertile land; this is a 10-minute activity.

Randall Portoni - rportoni@yahoo.com

Ancestry Feats

1ST LEVEL

HEDERAN LORE
You have survived for many years by yourself, totally independent and content with your own company. The idea of finding shelter is strange to you, as you have spent most of your life outside. You gain the trained proficiency rank in Nature and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Hederan Lore.

WEAPON SCAVENGER
You've familiarised yourself with a weapon that was discarded in your domain, it was likely left behind by an adventurer or merchant from another ancestry or culture. Choose an uncommon simple or martial weapon with a trait corresponding to an ancestry (such as dwarf, elf, or orc) or that is common in another culture. You gain access to that weapon, and for the purpose of determining your proficiency, that weapon is a simple weapon.

If you are trained in all martial weapons, you can choose an uncommon advanced weapon with such a trait. You gain access to that weapon, and for the purpose of determining your proficiency, that weapon is a martial weapon.

FRIEND OF FAUNA
You build a rapport with an animal, which becomes magically bonded to you. You gain a familiar using the rules on page 217 of the Core Rulebook. The type of animal is likely to be a small, woodland creature.

ONE WITH NATURE
Your enhanced fey connection gives you a warmer reception from creatures of nature as well as a deeper understanding of them. You gain a +3 circumstance bonus to both Perception checks and saving throws against fey.

POLLEN BOMB ◆
You disperse a thick puff of pollen from across your body, causing the people around you to cough and sneeze, and forcing their eyes to water. Attempt a Nature check against the Will DC of a single enemy within 30 feet. You can affect up to two targets within range if you have expert proficiency in Nature, four if you have master proficiency, and eight if you have legendary proficiency.

Critical Success: The target takes a −1 status penalty to Perception checks and Will saves for 1 minute.
Success: The target takes a −1 status penalty to Perception checks and Will saves for 1 round.
Critical Failure: The target is temporarily immune to attempts to use Pollen Bomb for 1 hour.

5TH LEVEL

NATURAL COMMUNICATOR
You hear animal sounds as conversations instead of unintelligent noise, and can respond in turn. You can speak to all animals. You gain a +1 circumstance bonus to Make an Impression on animals (which usually uses the Diplomacy skill).

9TH LEVEL

NATURE'S DEFENCE
Prerequisites: at least one primal innate spell.
Over time your fey magic has grown stronger. You gain *entangle* and *obscuring mist* as 2nd-level primal innate spells. You can cast each of these primal innate spells once per day.

EMBEDDED ROOTS
Growing from the earth as a seedling, you know how to draw energy from nature. If you rest for 10 minutes on soil or fertile land, you gain Hit Points equal to your Constitution modifier × half your level. This is cumulative with any healing you receive from Treat Wounds.

13TH LEVEL

FOREST TRANSCENDENCE
Prerequisites: at least three primal innate spells.
Because of your long life and your deep connection to the natural world, you have become an avatar for the landscape around you. It bends to your will, and allows you to subdue it. You gain *tree shape* and *tree stride* as 2nd-level and 5th-level primal innate spells respectively. You can cast each of these primal innate spells once per day.

EXPERT SCAVENGER
Prerequisites: Weapon Scavenger, trained in the weapon you chose for Weapon Scavenger.
You've continued to train with the weapon you found, and it has become increasingly useful during your travels. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in the weapon you chose for Weapon Scavenger.

Randall Portoni - rportoni@yahoo.com

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